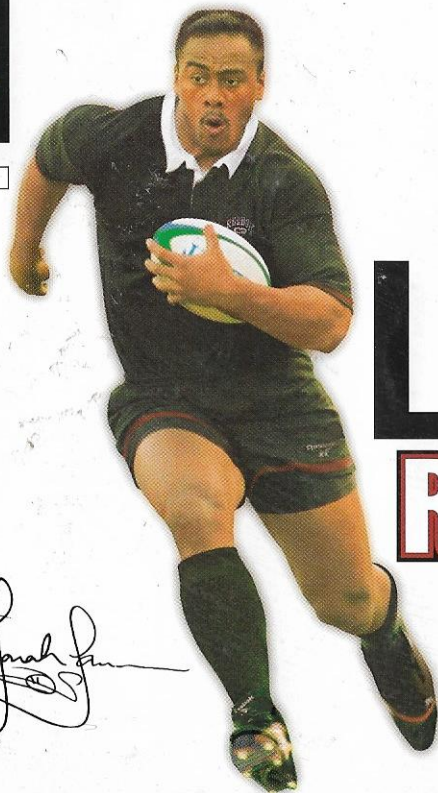




PAL

A stylized signature of Jonah Lomu, written in black ink.

Jonah Lomu Rugby™

**SPORTS
MASTER™**

OFFICIALLY LICENSED BY THE UNSTOPPABLE JONAH LOMU

Precautions

This disc contains software for the PlayStation™. Never use this disc on any other machine as it could damage it • This disc conforms to PlayStation specifications for the European market only. It cannot be used on any foreign-specification of the PlayStation. • Read the PlayStation Instruction Manual carefully to ensure correct usage. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc or one that has been repaired with adhesives as this could lead to operating errors.

Health warning

For your health, rest about 15 minutes for each hour of play. • Avoid playing when tired or suffering from lack of sleep. • Always play in a brightly lit room, and stay as far from the television screen as possible. • Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. • Consult your doctor before playing video games if you have an epileptic condition, or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

See back page of this manual for Customer Service Nos.

© 1997 The Codemasters Software Company Limited. ("Codemasters") All Rights Reserved. Codemasters and pure gameplay are trademarks being used under license by The Codemasters Software Company Limited. For home use only. Unauthorised copying, adaption, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Codemasters. Developed by Codemasters.

"Sportmaster" and "Jonah Lomu Rugby" are trademarks being used under license by The Codemasters Software Company Limited.



1~2
Players



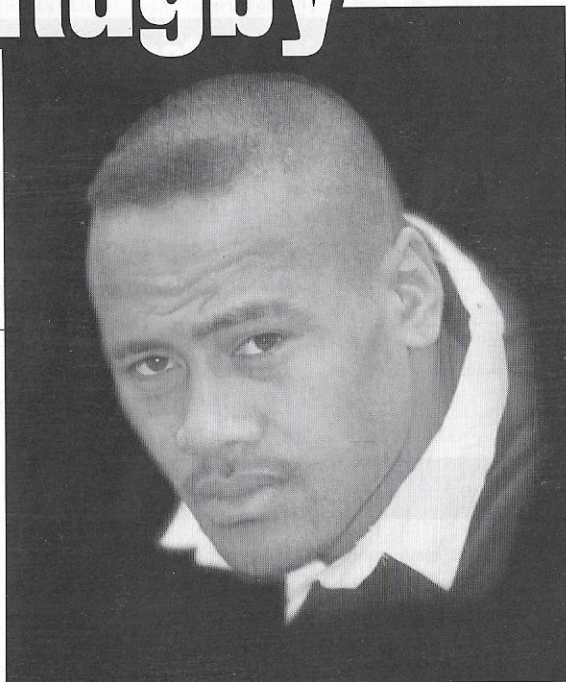
Memory Card
1~8 blocks



Multi Tap Adaptable
1~4 Players

SLES-00377

Jonah Lomu Rugby™



SPORTS
MASTER™

Contents:

- 1** ***Introduction to Rugby Union***
- 2** ***Getting Started***
- 3** ***Game Options***
- 6** ***In-Game Instructions***
- 6** ***Game Controls***
- 13** ***Pausing a Game***
- 13** ***Memory Card Usage***
- 14** ***Rugby Rules***

Introduction to Rugby Union

Welcome to Jonah Lomu Rugby! Like the man himself, the game is big, and you will require skill, precision, teamwork and dedication if you are going to win. Don't fall apart in the fast furious gameplay because there are no prizes for second place.

Pick a team and learn their individual player attributes - they are all different, some harder to beat than others. If you think you're the best, then try and pit all your nerve, skill and body parts against a special team. 15 Jonah Lomus is like a battalion of tanks stampeding down the field. The stakes are high so win or get flattened.

Rugby Union is played by two teams of 15. The object of the game is to score more points than the opposition. Points are scored as follows:

1. A try worth 5 points (this is when the ball is grounded in the opponent's goal area),

2. A goal (when the ball is kicked through the posts and over the crossbar) of which there are two types:

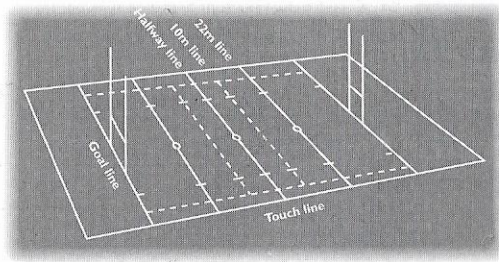
- A converted goal from a try worth 2 points.
- A goal from drop kick or penalty scores 3 points.

It is important to mention the offside rule here: In open play team members must be behind the ball carrier and in rucks and mauls a player must remain on his side of play. If this is violated, a penalty is awarded to the opposition.

The Artificial Intelligence of your team-mates does most of the work at keeping your players onside but be careful when driving your players into rucks and mauls.

The Pitch

The following diagram shows the playing area and dimensions of the pitch. For further information, refer to the Rugby



Rules section at the end of this manual. These rules are very much simplified from real-life Rugby Union rules which are many and varied.

Getting Started

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

Set up your PlayStation™ as described in the PlayStation™ Instruction Manual. With the power OFF, open the Disc cover and insert the Jonah Lomu Rugby disc. Insert a Memory card

into the Memory card slot now if you wish to load or save information during play. If using a Multi tap use only Memory card slots 1-A and 2-A. If you do not have a Memory card in the PlayStation™ before you start play, then you will not be able to save your progress. Refer to the

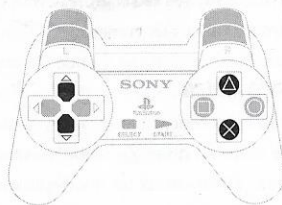
'Memory Card Usage' Section later in this manual. Close the Disc cover before turning the power ON.

Before you start the game you will be asked which language you require. The game defaults to English, so use the UP or DOWN Directional buttons on the controller to scroll to the language of your choice. Press **X** button to select. Note: Once you have chosen a language you will have to reset the machine if you then wish to alter your choice.

After the introduction sequence, the PlayStation™ will display three options.

Start Game, Resume Saved Game, Options.

Press the UP or DOWN Directional buttons to highlight your choice and press the **X** button to confirm this. During the set up procedure you can press the **Δ** button to step back to the previous menu. Please note that in some menus with EXIT or QUIT options, it is necessary to use these options to return to the previous menu.



For now, select Start Game. For instructions about resuming a previously saved game refer to this section. The Options Menu is self-explanatory.

Game Options

Press the UP or DOWN Directional buttons to highlight your choice of game and press the **X** button to confirm this. At any time during the set-up procedure you can press the **Δ** button to step back to the previous menu.

Types of Game

There are five types of game to choose from. All of these can be played with up to two players per team. If there are more than 2 players, then you will need a Multi tap. If a Multi tap is connected the players can play 2-on-2. When using a Multi tap make sure that there is always a Controller inserted into Controller port 1-A. It is recommended that any additional Controllers are inserted sequentially (1-A, 1-B, 1-C, etc.). Without a Multi tap, players can play 1-on-1, or 2 against the computer. The number of players in a game is selected when the teams are selected.

A Friendly Match

If you are unfamiliar with the game you might want to first choose a friendly game. This allows you to play any one of the 30 teams against any of the others for a single match on one of 4 stadiums. It can be played against a PlayStation™ controlled team or against another player. There will also be a choice of weather conditions and the length of the match.

Tournament

Once you've played for a while you might like to enter a tournament with your friends. You can put together a quick tournament between you and up to three other players, playing against each other in a 'best of' competition. Either 4, 8 or 16 teams can be entered into this tournament and the teams not selected will be chosen at random by the PlayStation™.

World Cup

When you feel ready to take on the whole world, you can play a tournament with all the best teams in the world. If you attain 1st or

2nd Position in the preliminary pool matches, you will go through several knockout rounds, where you will be pitted against many teams until you meet the ultimate challenge at the World Cup Final.

Territories Cup

Now that you've had some fun, lets get down to business. Rather than enter a World Cup straight away, you can enter one of 5 territories cups. These allow you to simply play with the teams around various territories.

A Classic Match

Once you've experienced today's rugby, why not try some of the most famous rugby showdowns of all time. Simply select the match you want to try and you will be placed in a position to better the course of history.

Team Selection

Once you have chosen the type of game

you wish to play you will have to choose the teams. Each player must select their team from those that are available. The various teams have their own attributes, so it is important to make sure that you choose your team wisely. Some teams are obviously better than others but tactical differences have very subtle effects.

Up to four players choose their teams from the team selection screen. Each player who wants to play presses the 'START' button on their Controller, then presses the UP and DOWN Directional buttons to select the team flag.

Press the **X** button to make a selection. When you are ready to play, press the **X** button again Or press the **△** button to select a different team.

When all players are ready, the game will start. If you want a 4 player game, all four players must have begun selecting a team before the others have finished choosing their teams.

Cups and Classic Matches

When in the middle of a cup or series of classic matches, you will be given the option to PLAY, QUIT or SAVE. PLAY will begin the match shown, QUIT will end the entire cup or classic match, losing your progress, and lastly, SAVE will allow you to record your progress to a memory card.

Stadiums

There are four stadiums where you will play your matches. In a friendly game you can use the Directional buttons and the **X** button to choose any one of the four stadiums in which to play. However, in tournaments, cups and classic matches the venue is chosen automatically.

Environment

Before you begin to play a friendly or tournament game you will be given the option to select the time of each match that you want to play, the severity of the rules for penalties and offside. In a friendly game you are able to select the weather and wind.

In a Tournament the difficulty and number of other teams can be selected.

In-Game Instructions

Audio/Visual Aids

Throughout the game listen for the referee's whistle and commentators' suggestions.

During the game you will notice that some players have rotating indicators below them. This indicator marks the character being controlled by the human player. Each human player has a different coloured indicator

(Player 1 - Yellow, Player 2 - Blue, Player 3 - Red, Player 4 - Green). A paler indicator (a lighter version of one of the four main colours) is used to show the second player in a set piece. The computer controlled opponent has a white indicator. If the indicator has a red cross through the middle of it, then that player has the ball.



At various points throughout the game, you will be given some on-screen instructions about what can be done next, for example, when taking a penalty kick, a line-out or when in a scrum. These act as reminders when the game expects a player to take some action.

Since the first action is a kick-off, the help will indicate that **X** button must be pressed.



Game Controls

The Basics...

Kick-off with a place kick to begin a game. Use the Directional buttons to move the kicker around the ball. An arrow will grow out of the ball to indicate the direction in which the kicker is going to kick the ball - the length of this arrow indicates the relative power which the kicker will give the ball. Use the **X** button to actually kick the ball.



MOVE THE PLAYER
AROUND WITH THESE



USE THIS TO KICK
WHEN READY

Running around

Using the Directional buttons will move the highlighted player around the pitch in the direction that you are pressing.

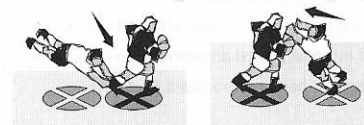
Passing the ball

Once you've begun playing you should use the L1/L2 button or R1/R2 button to pass the ball either to the left or to the right. Pressing L1 throws to the nearest player to the left. L2 throws to the next nearest player to the left.



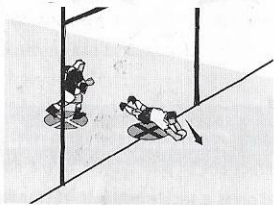
Tackling

To tackle an opponent and make them release the ball, direct one of your players to the ball carrier and press a tackle button (**X** button or **O** button)



Scoring a Try

If you manage to get the ball and get beyond the goal line of your opponent, you can score a "try" by pressing the **X** button. If you are very near the goal line, pressing the **X** button will dive for the goal line (rather than kick the ball). After a try is scored, the scoring team can go for a conversion.



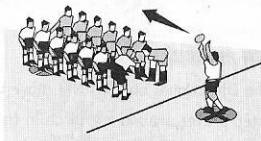
Taking a conversion

This is the same as a kick off except first, the ball must be placed anywhere perpendicular to where the ball was grounded for the try.

Taking a lineout

during your attempts to get the ball to the opponents goal line the ball may go over the side of the pitch. If this happens you will have to take a lineout.

When the lineout has formed indicators will begin to move up and down the line of players. This shows the distance which the ball will be thrown. Pressing the **□** button will select a player to be lifted. When the ball is thrown to that player, he will be lifted and gain advantage in catching the ball. Simply press the **X** button when you want to throw the ball. The members of the lineout can either catch the ball using the **○** button or tap the ball to a nearby player using the **X** button.



Codemasters® 

PLEASE
AFFIX
STAMP
HERE

Codemasters Software Company Ltd.

PO Box 6

Leamington Spa

Warwickshire

CV32 0SH

UK

PRIZE DRAW & WARRANTY REGISTRATION CARD FOR JONAH LOMU RUGBY PLAYSTATION WIN A FREE COLOUR TV

PRIZE DRAW • A FREE COLOUR TV could be yours! Completing and returning this card to Codemasters ensures your entry into a prize draw! **WARRANTY •** Please complete this card to be registered with Codemasters as the official user of this game. In the unlikely event of a problem arising with this quality game, Codemasters will provide assistance to the registered user.

Name: Sex: How would you rate the game (out of ten)? / 10

Address: Name of store where game was purchased

What influenced you to buy this game?

Postcode:

E-mail: How could we make this game better?

Telephone No.: (.....)

Age of Player:

☐ 5-9 ☐ 10-14 ☐ 15-19

☐ 20-24 ☐ 25-30 ☐ 30+

Date bought:

THANKS FOR YOUR HELP AND GOOD LUCK!

PRIZE DRAW RULES • A random draw will be held on 03/04/99. The decision of the judges is final and no correspondence will be entered into. The winner will be notified by post.

Sponsored by: Codemasters, P O Box 6, LEAMINGTON SPA, Warwickshire, CV32 0SH, U.K. The winner may be requested to help with Codemasters' publicity.

NO PURCHASE NECESSARY • You can still enter this prize draw without buying this game simply by writing your name and address on a piece of paper and sending it to:

Codemasters, Dept FJPD, P O Box 6, LEAMINGTON SPA, Warwickshire, CV32 0SH, U.K. (only one entry per household).

Website: www.codemasters.com

When you've been playing a while...

Sprint

By holding down the  button whilst moving in any direction. Continually sprinting will exhaust your player and he will run slower so use this sparingly.

Selecting players

If you don't have the ball then pressing the L1/L2 button or R1/R2 button will move the indicator to another player, either to the left or to the right of the current player.

Tackling

Tackling is more than throwing yourself at a player. The aim of a tackle is to ground the player so that he must release the ball.

To do this you can attempt to dive for the player's feet by holding down the  button. This is useful if they are running fast and are at a

distance from you.

Alternatively, you can attempt to grab and smother the opponent and pull them to the ground using the  button. The advantage of this is that should you miss you can continue to run after them. The problem is that if they have built up some momentum, grabbing them isn't going to stop them.

Kicking

Kicking the ball whilst running is slightly different from kicking off. When a kick button (either the  button or  button) is held down the player will stop running. An arrow will extend from his position and this can be aimed using the directional controllers. The length of this arrow will indicate the power of the kick so accurate timing is necessary for quick, long kicks. Whilst the player is stood still, he is vulnerable to tackling from his opponents, so be quick.

Catching a mark

If the ball is in the air (from a kick) it is possible

to jump and catch the ball for a MARK within your own 22m area. Press the ○ button to jump for a ball that is in the air.

Quick Lineout

Before a lineout is officially formed, if the player in possession gets to the ball quickly then they are allowed to take a quick lineout. Simply press the ✕ button to throw the ball to the nearest player.

Whilst a lineout is forming, you can alter the number of players to take the lineout. This can be useful for leaving more people on the field to receive the ball after the lineout. Simply press the □ button as the lineout is forming for a short lineout (consisting of 3 rather than 8 people per team).

Mauls

Whilst running around with the ball the opposition might try to ground the ball by dragging one of your players to the ground. If your team can get other players to that player they can stop the player grounding by holding

him up. Once a crush of standing players forms, this is a maul. From this point you can push the maul to the left and to the right using the Directional buttons. The aim is for the original ball carrier to move the ball out of the maul by passing it between players who have formed the maul with the ✕, L1 or R1 buttons. At any time a player can pass the ball out of the maul using the normal pass buttons (L2 or R2 buttons).

Rucks

If a player is grounded from a tackle they should let go of the ball. However, if a number of players get to the ball at the same time they can form a ruck to stop each other picking up the ball. Once a ruck is formed they must push each other over the ball until a player who is onside can successfully get to the ball (use the ✕ button to pick the ball up but be careful not to kick it) or pass it out immediately (use a shoulder button to throw it out). If the ruck is not succeeding then hold down the ○ button to cause more players to join the ruck and thus

increase the push - but don't waste all your players in the ruck.

Now you're getting really good...

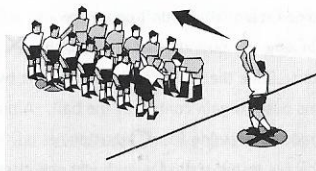
Ball release

If you are about to be tackled, you can press pass (L1/L2 buttons or R1/R2 buttons) but the ball won't be released until the button is released. Thus you can throw the ball after you've been tackled.

Lineouts

During a lineout, pressing the ✕ button will mark the distance of the throw, but the ball is only released once the ✕ button is released. During the time it is held, the marker will continue to move so you can throw a different distance to the one currently highlighted when the ball is released. Once the ball is thrown, the closest player to the distance of the throw will be

highlighted and can be used to catch or tap the ball. This tactic can be used to confuse your opponent into thinking a long throw is actually a short throw and vice-versa.



Kicking

Kicking the ball to score a goal requires a drop kick. A drop kick is performed by using the ○ button. However this kick is less powerful and less accurate than a punt. A punt is performed by using the ✕ button. Should the kick power be very low (by pressing either kick button quickly), then a grubber kick will be performed. If the arrow is turned in the opposite direction of the kicker then the kicker will do a back kick.

Scrum

Scrum is used to satisfy any infringements which are not solved during normal play. The two sides form a scrum by interlocking a number of men against each other with the ball between them! The start of the scrum begins when the awarded team (that didn't cause the infringement), puts the ball in using the **X** button. Once the ball is in the scrum, the two teams push to gain control of the ball. A push is made by pressing the **O** button.

If you are losing against a push you can attempt to dig your heels in with the **□** button. This will stop the pushes but it will use up energy. Once you have control of the ball and look as though you can get the ball from the scrum press the **X** button to grab the ball or the shoulder buttons to throw the ball out to a nearby player. The scrum half will be stood in position to receive the ball if he is able to. If your scrum half is stood to the side of the scrum rather than behind the scrum then your team is not able to grab the ball.

Rucks

Use the **□** button to make players disengage themselves from the ruck. Use sprint ('**Δ**' button) and the Directional buttons to get a more powerful push in the ruck as you run players into it. But beware of running players offside.

Professional standard players...

Handing-off

If you're about to be tackled from any direction you can avoid this by handing-off. This means that your player will put his hand out and stop the player getting to your legs, like Jonah Lomu himself. You can do this to the left and to the right. Simply press both the L1&L2 buttons or R1&R2 buttons at the same time to hand off in that direction.



Scrum tactics

In a scrum the team putting in the ball invariably gains possession of the ball. To avoid this, you must start pushing just as the ball is put in. Once you have the ball on your side, pushing is only useful for rolling the ball across the goal line. You should get it out as soon as possible or risk losing it back to the opposition or collapsing the scrum altogether.

Side Stepping

try this to dart around the opposition. Just press the L1 button and R1 button simultaneously.

Pausing a game

Pausing the game is not usually a good idea when your friend is about to win. But if you need to pause, simply press the 'START' button. To release pause use the Directional buttons to select "continue" and press the **X** button.

Once you have paused you are able to select a number of in-game options to tailor the game to your taste - for example: camera views, game statistics and the action replay.

Memory Card Usage

Memory Cards are used to save games and information about the current tournaments. It also saves information about the game set-up. Insert a Memory card into the Memory card slot if you wish to load or save information during play. Make sure there are enough free blocks on

your Memory card before commencing play. Note that you cannot swap Memory cards during play and you must leave the Memory card in the Memory card slot during play.

When playing a tournament game, cup game or a series of classic matches you can save the position where you are. This has to be done when you are given the option to save your current position. This occurs just before you are about to play a match. You should always remember to save a match. You can overwrite one of your memory blocks which already contains a Jonah Lomu saved game. You will not be able to overwrite a block which is not a Jonah Lomu saved game.

Should you wish to return to a match which you have previously saved you can select the "Resume Saved Game" option from the menu at the start of the game.

Rugby Rules

The following information and rules of rugby are in no way conclusive and are tailored to enhance your enjoyment of Jonah Lomu Rugby.

Kick Off

The kick off is by way of a place kick from the halfway line, the team kicking off must stay behind the halfway line until the ball is actually kicked. The opposing team cannot advance past their 10 metre line until the ball is kicked. The ball must reach the opponents 10 metre line from kick-off. If it does not and the opponents have not played it, it is either kicked off again or a scrum is formed at the centre spot.

Passing

The ball can be thrown or knocked in any direction except forward. If the ball is 'passed' forward this is a knock on. If the knock-on wasn't on purpose, the non-offending team takes a scrum where the offence happened,

however if it was intentional a free kick is awarded.

Tackling

If a player is tackled and is brought to the ground then he must release the ball; if, however, he is knocked to the ground he may continue with the ball. A tackled player cannot re-enter play until he is on his feet.

Handing-off

A player may 'hand-off' an opponent to avoid or thwart a tackle by pushing with an open palm only.

Drop Kick

This is when the player drops the ball and then kicks it on the rebound from the ground, it can be used for a shot at goal during play, centre restart, 22m restart and also when the ball has gone into touch in goal.

Punt

The player kicks the ball before it reaches the

ground and it is used for gaining ground or kicking to touch.

Grubber Kick

This kick drives the ball along the ground and is used for finding touch if outside the 22m line, it can also be used to propel the ball between opposition players.

Place Kick

The ball is placed on the ground and kicked; it is used for a conversion after a try has been scored, to start the game or to restart from half-time.

Free Kick

This is awarded when the ball is caught in a player's 22m area from a kick made by the opposition. This is called a 'Mark'. The kick must either be a drop or punt kick taken from the place of the catch.

Penalties

In the game a penalty kick (either a place kick or drop kick at the place of infringement) is given for the following fouls:

- An early tackle before the player is in possession of the ball.
- A late tackle after the player has released the ball.
- A player is tackled who has not got the ball.
- When a player, who is being controlled, and is offside following a ruck, advances towards the opposition.
- Any player who catches the ball in an offside position.

The kicker's players must be behind him when the kick is taken and the opposition must be 10m back unless the infringement was less than 10m from the goal line, in which case they may be closer. A penalty cannot be taken less than 5m from the goal line.

Dead Ball

When the ball has gone out of play it is termed

dead ball.

The referee can only call half and full time when the ball is dead.

The ball can go out of play if:

- It goes over the touchline. Play is then it is restarted by way of a lineout.
- It is grounded by a defender in the goal area. Play is then restarted with a drop kick at the 22m line.
- When a conversion has been taken.
- After the referee has blown his whistle for an infringement.

Lineout

When the ball crosses the touchline, the game is restarted by a lineout.

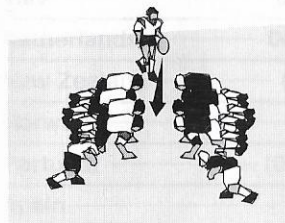
The ball is thrown in from the touchline at the spot where the ball went into touch. The lineout can either be a full lineout or short lineout (3 players from each team). The teams stand parallel to each other at least 1m apart and perpendicular to the touchline, the ball is thrown straight down the middle and the players then jump to gain possession of the ball. A

player may be lifted by his team mates to gain a height advantage.

Scrum

For certain infringements the game is restarted by way of a scrum at the position where the violation took place unless it is within 5m of the goal line in which case it is moved to that point.

The players face each other as below and the ball is put into the scrum by the scrum half, the players then push in order to gain possession.



Rucks and Mauls

A maul is formed when players from the team in possession of the ball close around the ball carrier. It ends when the ball carrier exits

from the maul or the ball is on the ground. If the maul becomes unplayable then a scrum will be ordered.

A ruck is basically the same but the ball is on the ground and the players try to push the opposing team back to gain possession.

Advantage

The referee will let play continue after a violation if the non-offending team has an advantage and stopping play would deprive them of the possibility of scoring points.

Customer Service Numbers**Games Hotlines**

• Australia	02 611 4574	0044 1926 816044
• Austria	0450 199 000 500	0044 1926 816044
• Belgium	025 020 593	0044 1926 816044
• Denmark	31 23 24 04	0044 1926 816044
• France	01 40 88 04 88	0140 88 0488 (0044 1926 816044)
• Germany	069 66 54 33 00	0044 1926 816044
• Greece	(00 301) 6777701	0044 1926 816044
• Ireland	+44 (0) 990 333 555	0044 1926 816044
• Italy	06 33018241	0044 1926 816044
• Netherlands	0495 544 562	0044 1926 816044
• New Zealand	09 479 7459	0044 1926 816044
• Norway	6679 9620	0044 1926 816044
• Portugal	(01) 354 0230	0044 1926 816044
• Spain	902 102102	0044 1926 816044
• Sweden	(+46) 08510 19600	0044 1926 816044
• Switzerland	052 243 0 555	0044 1926 816044
• UK	0990 99 88 77	01926 816044

Please call these Customer Service Numbers only for PlayStation Hardware Support.

© 1997 The Codemasters Software Company Limited. ("Codemasters") All Rights Reserved. Codemasters is a trademark being used under license by The Codemasters Software Company Limited. For home use only. Unauthorised copying, adaption, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Codemasters. Developed by Codemasters.

"Sportsmaster" and "Jonah Lomu Rugby" are trademarks being used under license by The Codemasters Software Company Limited.

SLES-00377

"P." and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

5 024866 240078